LIST OF CURRENT CLAIMS

1. (Currently Amended) A method for simulating a joystick of a computer by means of a portable electronic device, ~~comprising the step of~~ in response to interconnecting the portable electronic device and the computer under a current connecting mode and receiving a confirmation instruction for activating a joystick simulation, causing the portable electronic device to perform the steps of:

determining whether the portable electronic device is connecting to the computer under one of other predetermined connecting modes;

terminating the current connecting mode ~~if~~ <u>when</u> the determination is positive;

initializing the communication interface and sending a joystick ID to the computer; ~~and~~

setting a plurality of keys on a keypad of the portable electronic device as a plurality of game keys and a game interrupt key <u>of a program installed in the computer</u> so as to finish the interconnection between the portable electronic device and the computer and the setting in simulating the portable electronic device as an associated joystick of the computer<u>;</u>

<u>reading a pressing signal and determining a source of the pressing signal issued by a functional key of the keys;</u>

<u>determining whether the functional key has been set as one of the game keys and game interrupt key; and</u>

<u>sending a data package associated with the pressing signal to the computer</u> .

2. (Cancelled)

3. (Cancelled)

4. (Cancelled)

5. (Cancelled)

6. (Currently Amended) An apparatus for simulating a joystick of a computer, comprising:

a portable electronic device for terminating a predetermined connection to the computer and starting joystick simulation connection and setting in response to receiving a confirmation instruction for activating a joystick simulation; and

a communication interface interconnected the portable electronic device and the computer for communicating signals therebetween,

wherein, in response to receiving the confirmation instruction and terminating the interconnection between the portable electronic device and the computer, the portable electronic device initializes the communication interface, sends a joystick ID to the computer, and sets a plurality of keys on a keypad of the portable electronic device as a plurality of game keys and a game interrupt key of a program installed in the computer.

7. (Original) The apparatus of claim 6, wherein the portable electronic device is a PDA (Personal Digital Assistant).

8. (Original) The apparatus of claim 6, wherein the portable electronic device is a mobile phone.

9. (Original) The apparatus of claim 6, wherein the communication interface is a transmission line.

3

10. (Original) The apparatus of claim 6, wherein the communication interface is a wireless communication element.